



RAN Practitioners Update 112

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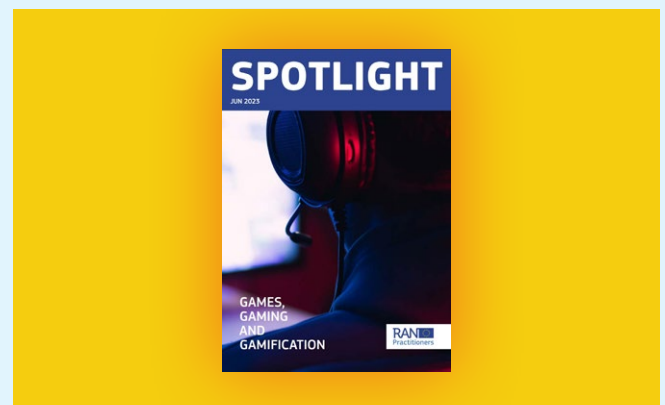
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Over the past couple of years we have seen the introduction of a range of new digital technologies and platforms. With the advancement of artificial intelligence (AI) technology, such as Deepfake and ChatGPT, augmented realities and virtual realities (VR), including VR headsets and online video games, it is becoming increasingly difficult to draw a division between online and offline. Meanwhile, with people spending more and more time in digital spaces, violent extremists are finding new opportunities to reach, radicalise and recruit people online. In this edition of the RAN Practitioners Update we take a brief look at some of these challenges. To do this, the Update features the latest issue of the RAN Practitioners Spotlight magazine and the latest RAN Practitioners film, and highlights some of the key publications on the topic, which can be found on the RAN Practitioners website.

ONLINE EXTREMISM

Spotlight

The latest issue of the RAN Practitioners Spotlight magazine takes a look at the nature and scale of the radicalisation challenge on gaming and gaming-adjacent platforms, the use of gamified techniques by violent extremists, digital grooming tactics, and the opportunity for practitioners to use games to tackle a range of social harms, including P/CVE. [You can view the magazine in full on the RAN Practitioners website here.](#)



Film

RAN Practitioners met with Galen Lamphere-Englund, the co-founder of the Extremism and Gaming Research Network (EGRN) to find out how gaming is changing the behaviours of young people online, how gamified approaches are being used by violent extremists to radicalise and recruit and how gamified techniques can be adopted and applied in P/CVE.

[You can watch the video in full on the RAN Practitioners YouTube channel here.](#)



Spotlight

A RAN Practitioners Spotlight magazine, published last year, explored the 'digital ecosystem' and the work of RAN practitioners in addressing some of the digital challenges it presents. The magazine includes content on improving the digital literacy of both young people and adults, building their resilience to disinformation and conspiracy narratives, and protecting them against it. [You can view the magazine in full on the RAN Practitioners website here.](#)

Podcast

In an episode of RAN Practitioners' podcast series, RAN in Focus, presenters Jordy Nijenhuis and Veera Tuomala talk to three frontline practitioners and experts – Jon Kristian Lange from Save the Children, Ross Frenett from Moonshot and Linda Schlegel from modus | zad – about grooming tactics on online video gaming platforms. [You can listen to the podcast in full on the RAN Practitioners YouTube channel here.](#)

UPCOMING EVENTS

Stay tuned to the Calendar page on the [RAN Practitioners website](#) for more updates on meetings which will take place in 2023.

2023

Evaluation of family support efforts: What is the state of play regarding evaluating family support efforts for families of radicalised individuals?

RAN FC&S | Working Group meeting | 14 September 2023

Basics of mental health in P/CVE

Webinar | 21 September 2023

The future of online extremism and P/CVE - DSA and technological developments

RAN C&N | 21 - 22 September 2023

RAN Practitioners Cross-Fertilisation: Young people's perspective on timely P/CVE themes

RAN YOUNG | 27 September 2023

How can arts, the city's civic pride, and culture contribute to boosting local resilience and democracy against extremism, hate crime, and other threats to democracy?

RAN LOCAL | 28 - 29 September 2023

PUBLICATIONS

Dealing with potential use of deepfakes by extremists

A recent paper, published by RAN Practitioners in 2023, explores the potential usages of AI technology by extremists, the implications for the field of P/CVE and whether practitioners could potentially use this emerging technology 'for good'. The paper provides a set of key recommendations for practitioners and highlights several current initiatives dealing with the topic. [Read more here.](#)

Digital Grooming Tactics on Gaming & Gaming Adjacent Platforms

A paper, published by RAN Practitioners in 2021, entitled 'Digital Grooming Tactics on Video Gaming & Video Gaming Adjacent Platforms', provides insights for practitioners on how terrorists and extremists exploit video gaming platforms to radicalise and recruit, as well as the opportunities to use video gaming platforms in a positive way. [Read more here.](#)

Lone Actors in Digital Environments

A paper, published by RAN Practitioners in 2021, entitled 'Lone Actors in Digital Environments' takes a look at five cases of lone actors and their online posting behaviour prior to the attacks. The paper sheds light on behaviours of lone actors in digital environments and the extent to which they were seemingly operating alone. [Read more here.](#)

CONTACT

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Would you like more frequent updates on RAN's activities? Gain access to all public RAN papers as they are published, other RAN news and thought-provoking articles on the radicalisation process by following RAN on

[YouTube](#) / [Facebook](#) / [Twitter](#) / [LinkedIn](#)



Radicalisation Awareness Network
RAN
Practitioners

This is an update on the activities of the Radicalisation Awareness Network Practitioners (RAN Practitioners). You receive this email, along with more than 6,000 other people, because you have participated in a RAN Practitioners activity or because you have registered your interest in the network. If you wish to unsubscribe, please let us know. Feel free to distribute this RAN Practitioners Update to colleagues and invite them to [subscribe](#).